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MANUAL

WARNING

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CAPCOM®

CAUTION

Please keep the following instructions to keep the P.C. board in good condition.

Do not block up the ventilation slots to prevent the overheating.

Do not give the boards too much shocks.

Do not let any liquid go inside the case. If it happens, turn off the switch immediately.

Do not disassemble the case.

Do not remove the sealing sticker.

Do not turn the volume dial excessively.



● SETTING INSTRUCTIONS

○ PCB CONNECTOR

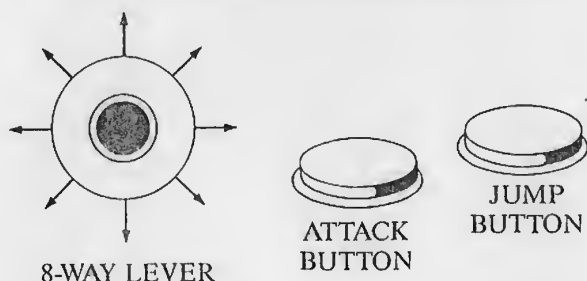
JAMMA STANDARD

○ CRT MONITOR

HORIZONTAL

○ CONTROL PANEL

2 OR 3 PLAYERS SIMULTANEOUS



○ 8-WAY LEVER: used to move the player in 8 ways.

○ ATTACK BUTTON: used to attack.

○ JUMP BUTTON: used to jump.

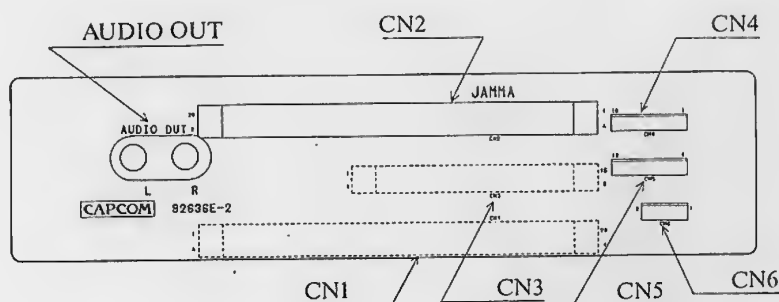
Push both buttons simultaneously to execute powerful
MEGACRUSH.

JAMMA STANDARD

SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
N.C.	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP (-)	L	10	SP (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P SHOT 1	Z	22	1P SHOT 1
2P SHOT 2	a	23	1P SHOT 2
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

● PARTS NAME
CR7E-561DA-3.96E : (HIROSE)
OR
1168-056-009 : (KEL.)

● CONNECTORS



- CN2 — JAMMA CONNECTOR
- CN4 — I/O CONNECTOR for PLAYER 3
- CN5 — I/O CONNECTOR for PLAYER 4 (not used)
- CN6 — OPTIONAL OUTPUT CONNECTOR
- AUDIO OUT — used only for CAPCOM Q SOUND cabinet
- CN1 — not used
- CN3 — not used
- CN5 — not used

CN4		
GND	1	#22 BLACK
GND	2	#22 BLACK
3P RIGHT	3	#22 VIOLET
3P LEFT	4	#22 GRAY
3P DOWN	5	#22 WHITE
3P UP	6	#22 BROWN
3P SHOT 1	7	#22 ORANGE
3P SHOT 2	8	#22 GREEN
3P COIN SW	9	#22 BLUE
3P START SW	10	#22 VIOLET

CN5 NOT USED

CN6		
+12V	1	#22 YELLOW
+12V	2	#22 YELLOW
	3	
	4	
COIN LOCKOUT 3	5	#22 WHITE
	6	

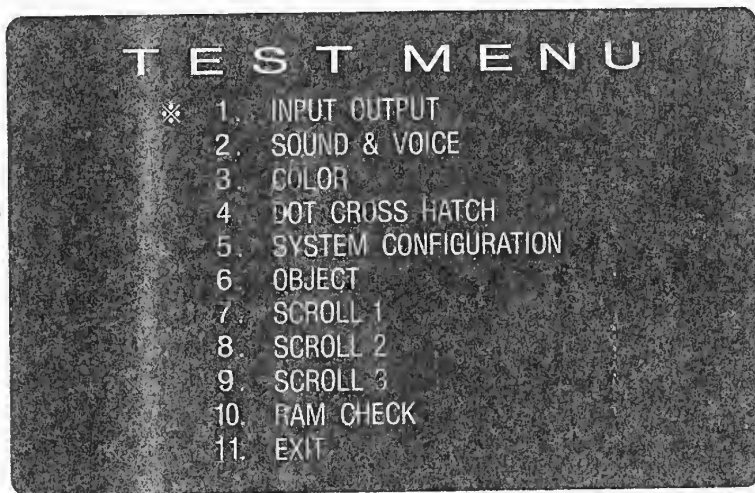
ABOUT EEP-ROM

This board “Warriors of Fate” is equipped with EEP-ROM and you can change the various settings on screen.

ABOUT TEST MENU

TO OPEN THE MENU

- Turn on the main switch. Then push the test switch inside the cabinet and following menu will appear. (* screen a)



(* screen a)

TO SELECT AN ITEM

- Select an item with 1P lever and decide with 1P A button.
- To return to the main menu, push 1P START and 2P START buttons simultaneously.

TO CLOSE THE MENU

- On the menu screen, select EXIT and push 1P A button.

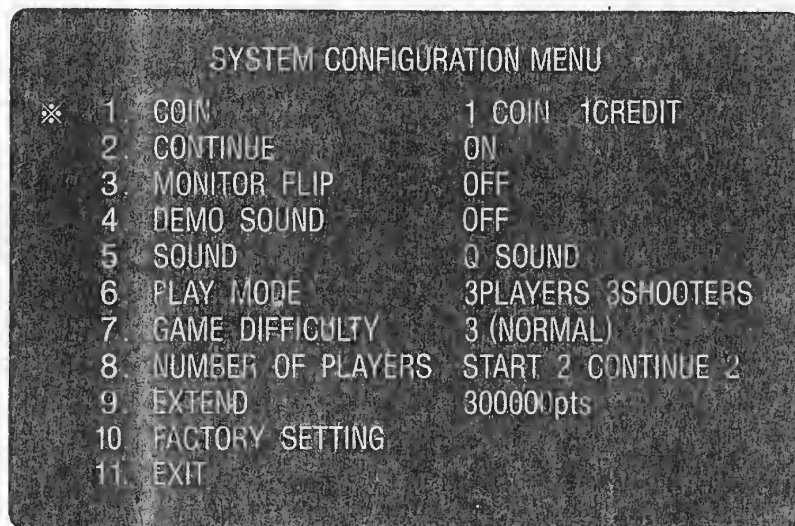
ITEM DESCRIPTIONS

1. INPUT OUTPUT	Used to test all the input output switches.
2. SOUND & VOICE	Used to change the sound volume, etc.
3. COLOR	Used to adjust the color with color bars.
4. DOT CROSS HATCH	Used to adjust the screen size, the focus and the distortion.
5. SYSTEM CONFIGURATION	Used to change various game play settings.
6-9. CHARACTER TEST	Used to check all the characters.
10. RAM CHECK	Used to test all the RAMs. Main menu appears automatically after the test.

ABOUT SYSTEM CONFIGURATION

TO OPEN THE MENU

- On the TEST MENU screen, select SYSTEM CONFIGURATION and push 1P A button. Following menu appears. (* screen b)



(* screen b)

TO CHANGE THE SETTING

- Select an item with 1P lever (UP or DOWN) and change the setting with 1P lever (LEFT or RIGHT). (You can change the setting with 1P A button also)

TO CLOSE THE MENU

When all the settings are done, select EXIT and push 1P START button to return to the TEST MENU. Your settings are memorized in EEP-ROM.

ITEM DESCRIPTIONS

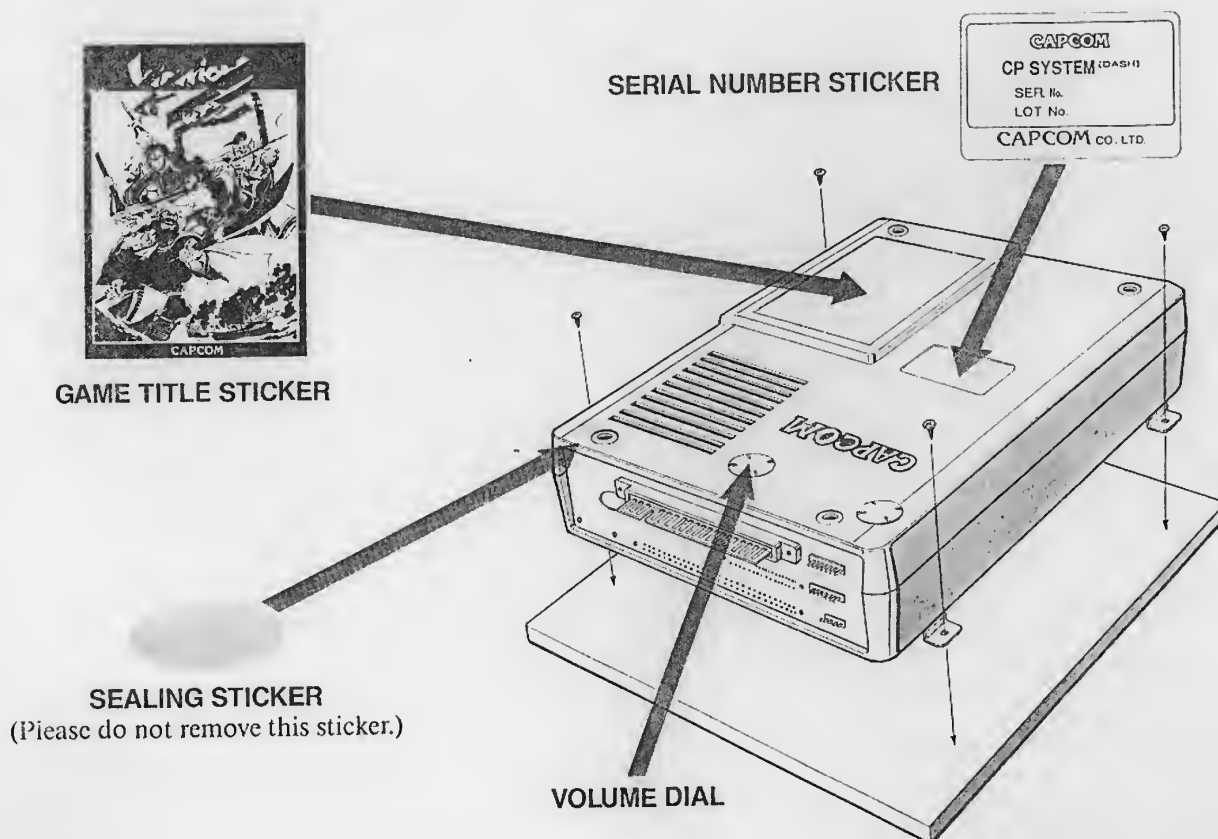
1. COIN	Number of coins per play.
2. CONTINUE	With or without continue
3. MONITOR FLIP	Turn over the screen
4. DEMO SOUND	With or without sound in attract mode
5. SOUND	Q SOUND or MONAURAL. Q SOUND is available only with CAPCOM Q SOUND cabinet. For other cabinets, please set to MONAURAL.
6. PLAY MODE	Type of the cabinet.
7. GAME DIFFICULTY	As the number increases, the game play gets harder.
8. NUMBER OF PLAYERS	Number of initial lives.
9. EXTEND	Score points required for 1 up.
10. FACTORY SETTING	To return to the factory setting, select this item and push 1P START button.

● SYSTEM CONFIGURATION MENU

1. COIN	1 COIN 1 CREDIT	1 COIN 2 CREDITS	1 COIN 3 CREDITS	1 COIN 4 CREDITS	1 COIN 6 CREDITS			
	2 COINS 1 CREDIT	3 COINS 1 CREDIT	4 COINS 1 CREDIT	2 COINS START 1 COIN CONTINUE	FREE PLAY			
2. CONTINUE	ON	OFF						
3. MONITOR FLIP	ON	OFF						
4. DEMO SOUND	ON	OFF						
5. SOUND	Q SOUND	MONAURAL						
6. PLAY MODE	3 PLAYERS 3 SHOOTERS		3 PLAYERS 1 SHOOTER		2 PLAYERS 1 SHOOTER			
7. GAME DIFFICULTY	0 EXTRA EASY	1 VERY EASY	2 EASY	3 NORMAL	4 HARD	5 VERY HARD	6 EXTRA HARD	7 HARDEST
8. NUMBER OF PLAYERS	START 1 CONTINUE 1	START 2 CONTINUE 2	START 3 CONTINUE 3	START 4 CONTINUE 4	START 1 CONTINUE 2	START 2 CONTINUE 3	START 3 CONTINUE 4	START 4 CONTINUE 5
9. EXTEND	300,000pts		100,000, 300,000 500,000, 1,000,000pts		NO EXTEND		100,000pts	

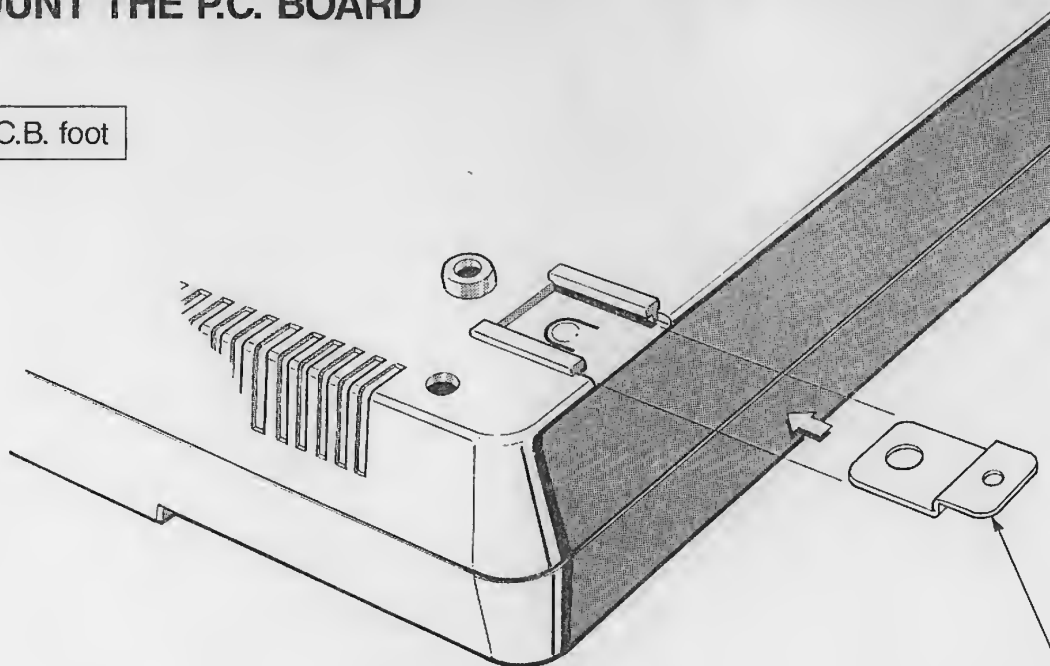
* Bold face indicates the factory setting.

* After you change the setting, make sure to select EXIT and push IP START before turning off the switch.
Otherwise your setting will not be memorized.



HOW TO MOUNT THE P.C. BOARD

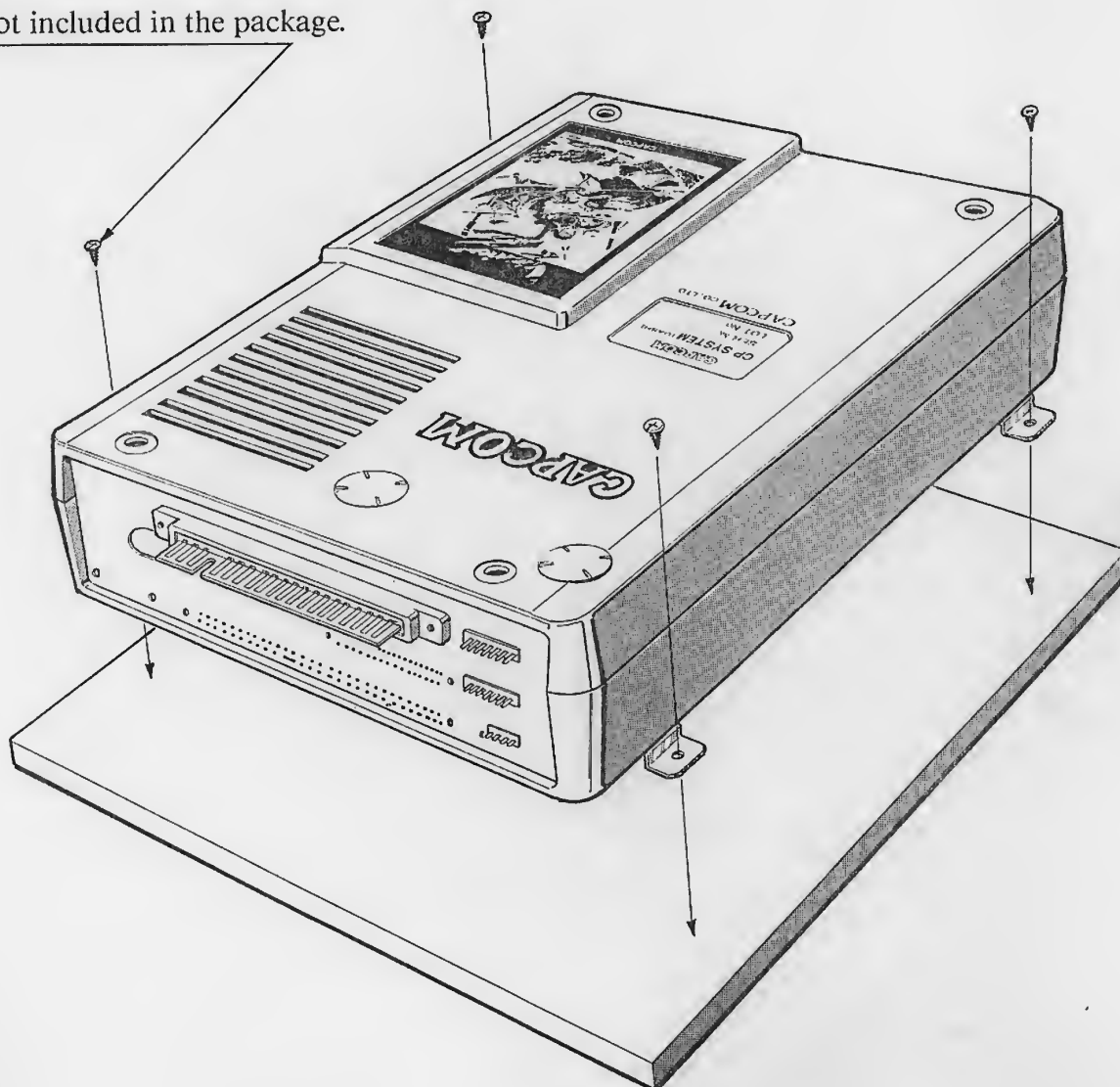
1) Putting the P.C.B. foot



4 pcs. of P.C.B. foot are included in the package.

2) Mounting the P.C.B.

These screws are not included in the package.



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